

United Way of Southwest Virginia Careers Expo for Youth

Samples of Activities for Businesses

Engineering - Students will use the 3D printer to create small objects.

Finance/Banking: Students will run cash transactions, post loan payments, and balance a teller drawer.

Trade/Welding: Students will learn the basic concepts of welding using a VRTEX260 welding simulator.

Emergency Services/911: Students will listen to actual 911 calls and learn about Emergency Medical Dispatching.

Trade/Construction: Giant Jenga to describe building construction.

Service/Cake Decorating: Students are given a quick demonstration and then can try their hand at decorating a cupcake.

Science: Using math calculations, students will use a tape measurer to mark metal conduit and based on measurements use their physical strength to bend.

Medical/Respiratory: Respiratory Therapist will have pulse oximeters for the students to use.

Media/Television: A green screen is set up along with a camera and digital switcher. Students will give the news and act as cameraman and producer.

Health: Students must blow ducks across a pool using only a straw. This demonstrates what it is like to smoke for years.

Health/Pharmacy: Using candy, students will attempt to fill a prescription.

Health/Nursing: Students will learn how to find a pulse with the help of toothpicks and marshmallows.

Health/Physical Therapy: Challenge your balance, test your coordination, and exert your strength using equipment found in Physical Therapy gyms.

Trade/Manufacturing: Students will be timed while packaging different components.

Trade/Carpentry: Using cordless drills, students will "race" to see who can get their screw drilled into boards first.

Trade/Automotive – Students will learn about Vehicle Shocks by playing Pong, one of the first video games.

Technology: Students will write code to learn how websites work. As they play with the code they will earn what each command does.

Health: Students will learn how to measure the sugar content in grapes using a hydrometer and refractometer.

Trade/Cabinetry: Students will explore the different tools used in cabinet manufacturing.

Trade/Cosmetology: Students will use different tools to style wigs.

Trade/Metal: Students will use actual footage of an open die forge and handle steel & titanium bars for comparison.

Technology/Robotics: Students will have the opportunity to control/manipulate one or more robots.

Technology/Rockets: Learn about aerodynamics and air pressure through rocket design. Launches will be made using pneumatic launchers.

Public Service/Law Enforcement: Students will dust and lift fingerprints.

Trade/Carpentry: Students will demonstrate the proper use of a hammer and compete to see who is the first to drive a nail into a board.

Health/Radiology: Students will match bones with xrays.